Hank O'Brien

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Education

University of California, Berkeley: Intended B.S. Electrical Engineering and Computer Science, Expected Graduation: 2020
Relevant Coursework: Data Structures (CS61b), The Structure and Interpretation of Computer Programs (CS61a), Linear Algebra and Differential Equations, Programming for Scientists and Engineers, Multivariable Calculus
GPA: 3.59

Skills

Languages: Java, Python, SQL (SQLite), JavaScript, Scheme, MATLAB
Technologies: Git, JUnit, TensorFlow, JavaFX/AWT, NodeJS, Apache Spark

Leadership

Chief Engineer, FIRST Robotics Competition **September 2015 – June 2016**

- Organized and led team in the design and fabrication of robot
- Rapidly identified and improvised fixes to problems in low-resource environment
- Interfaced with corporate sponsors, industry mentors, and high school students
- Led team to 2nd place in our district, the most successful season in team history

Lego Robotics Camp Counselor **June-July, 2013-2016**

- Worked with elementary students to inspire them about engineering and computer science
- Facilitated students in building and programming Lego robots in LabVIEW and Java
- Worked with other adult leaders, teenage junior counselors, and elementary students

Clubs

Launchpad **December 2017-Present**

- Implemented Naïve Bayes classifier to generalize user queries
- Added thesaurus lookup to classifier, increased classifier's word bank by more than 5x
- Currently extending existing code base to dynamically support unknown words

Selected Projects

Homework Scraper **January 2017**

- Created Python tool that scraped my homework assignments from a course website every hour
- Started project to help me learn more about how different languages interact
- Developed my skills working with multiple languages in one project
- Demonstrates my ability to learn new technologies through applicable projects

Quadris **January-April 2016**

- Designed and implemented genetic algorithm that learned to play Tetris
- Improved algorithm to support parallelized optimization by simulating multiple games concurrently
- Initiated project to help me learn about machine learning
- Collaborated with partner by teaching myself Git